IN THE CLAIMS:

1. (Currently amended) A method for decoding video, comprising the steps of:

reducing a number of transform coefficients in B-frames to produce reduced B-frames;

inverse scanning the reduced B-frames;

performing inverse quantization on the reduced B-frames; and

performing an inverse transform on the reduced B-frames;

wherein the reduced B-frames are produced by:

identifying blocks associated with the B-frames; and

selecting transform coefficients included in a predetermined area of the blocks associated with the B-frames, wherein coefficients outside the predetermined area are set to zero.

2. (Cancelled).

3. (Original) The method of claim 1, wherein the inverse scanning is inverse zig-zag scanning.

4. (Original) The method of claim 1, wherein the inverse transform is an inverse discrete cosine transform.

5. (Currently amended) A memory medium including code for decoding video, the code comprising:

a code for reducing a number of transform coefficients in B-frames to produce reduced B-frames;

a code for inverse scanning the reduced B-frames;

a code for performing inverse quantization on the reduced B-frames; and

a code for performing an inverse transform on the reduced B-frames;

wherein the code for producing the reduced B-frames includes:

a code for identifying blocks associated with the B-frames; and

a code for selecting transform coefficients included in a predetermined area of the blocks associated with the B-frames, wherein coefficients outside the predetermined area are set to zero.

6. (Cancelled).

7. (Original) The memory medium of claim 5, wherein the inverse scanning is inverse zig-zag scanning.

8. (Previously presented) The memory medium of claim 5, wherein the inverse transform is an inverse discrete cosine transform.

9. (Currently amended) An apparatus for decoding video, comprising:

means for reducing a number of transform coefficients in B-frames to produce reduced B-frames;

means for inverse scanning the reduced B-frames;

means for performing inverse quantization on the reduced B-frames; and

means for performing an inverse transform on the reduced B-frames;

wherein reduced B-frames are produced by:

identifying blocks associated with the B-frames; and

selecting transform coefficients included in a predetermined area of the blocks associated with the B-frames, wherein coefficients outside the predetermined area are set to zero.

10. (Cancelled).

11. (Original) The apparatus of claim 9, wherein the inverse scanning is inverse zig-zag scanning.

12. (Original) The apparatus of claim 9, wherein the inverse transform is an inverse discrete cosine transform.

13. (Currently amended) An apparatus for decoding video, comprising:

an inverse scan and quantization unit for reducing a number of transform coefficients in B-frames to produce reduced B-frames, inverse scanning the reduced B-frames and performing inverse quantization on the reduced B-frames; and

an inverse transform unit for performing an inverse transform on the reduced B-frames;

wherein the reduced B-frames are produced by:

identifying blocks associated with the B-frames; and

selecting transform coefficients included in a predetermined area of the blocks associated with the B-frames, wherein coefficients outside the predetermined area are set to zero.

14. (Cancelled).

15. (Original) The apparatus of claim 13, wherein the inverse scanning is inverse zig-zag scanning.

16. (Original) The apparatus of claim 13, wherein the inverse transform is an inverse discrete cosine transform.

17. (Previously presented) The method of claim 1, wherein the predetermined area is either a 1X8 area or a 2X8 area.

18. (Previously presented) The memory medium of claim 5, wherein the predetermined area is either a 1X8 area or a 2X8 area.

19. (Previously presented) The apparatus of claim 9, wherein the predetermined area is either a 1X8 area or a 2X8 area.

20. (Previously presented) The apparatus of claim 13, wherein the predetermined area is either a 1X8 area or a 2X8 area.